

## Synaptic theory of gradient learning with empiric inputs

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## Types of learning

- Associations among events (and reinforcements).  
*e.g., classical conditioning*
- How one's actions affect events (and reinforcements), how to shape actions.  
*e.g., instrumental conditioning*

behavioral	neural
classical conditioning	Hebbian learning
instrumental conditioning	?

## Outline

- Learning with reinforcements as optimization
  - Synaptic learning rule
  - Scale-up problem
  - Example: birdsong
  - Implications
- with Sebastian Seung

## Instrumental conditioning

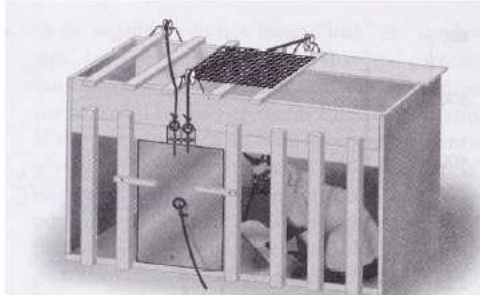
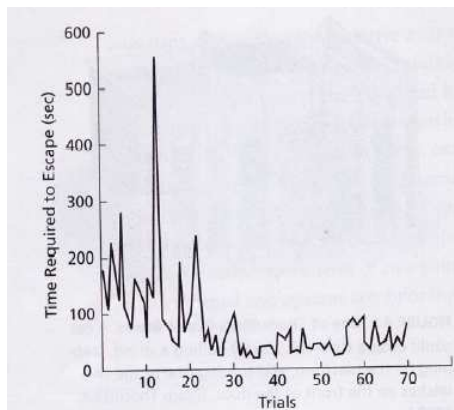


FIGURE 4.1 One of Thorndike's Puzzle Boxes. A cat could escape from this box by pulling a string, stepping on the platform, and turning one of the two latches on the front of the door. (From Thorndike, 1898.)

## Learning by reinforcement



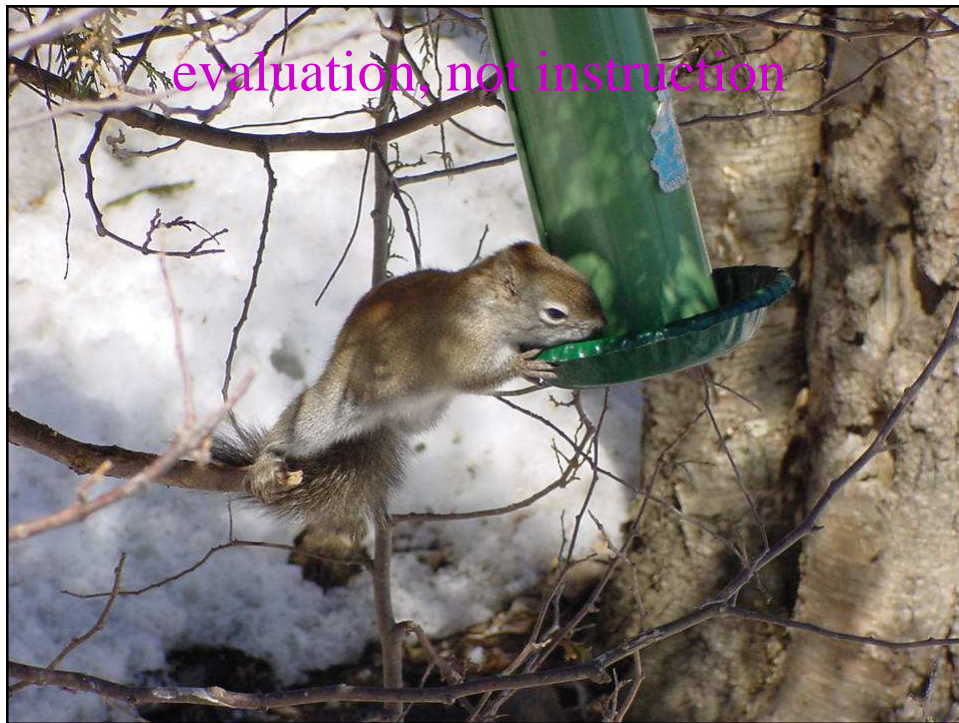
Thorndike, 1898

Try multiple strategies; modify behavior in way that tends to *improve* reinforcement.

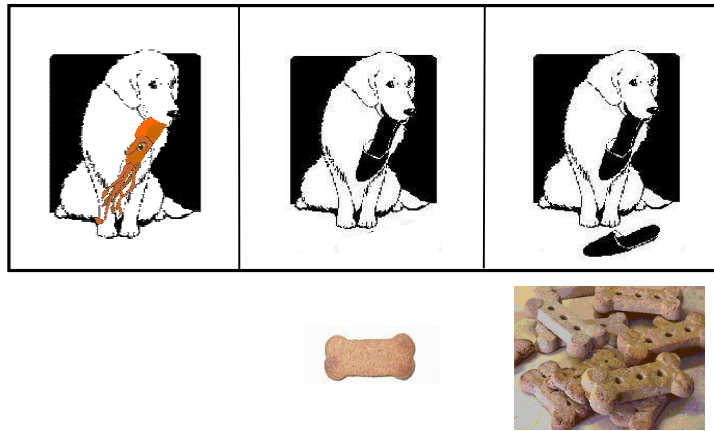
## The law of effect

Of several responses made to the same situation those which are accompanied or closely followed by *satisfaction* to the animal will become *more likely to recur*; those which are accompanied or closely followed by *discomfort* to the animal will, other things being equal, have their connections to the situation weakened, so that, when it recurs, they will be less likely to *occur*. The greater the satisfaction or discomfort, the greater the strengthening or weakening of the bond.

*Thorndike, 1910*



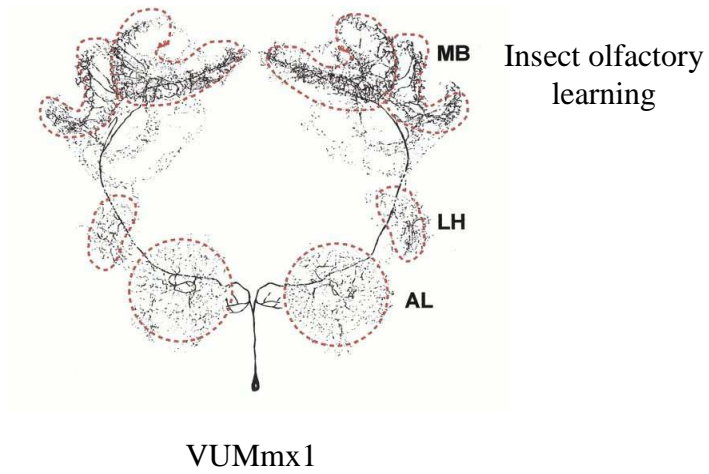
## Trial, reward, and optimization



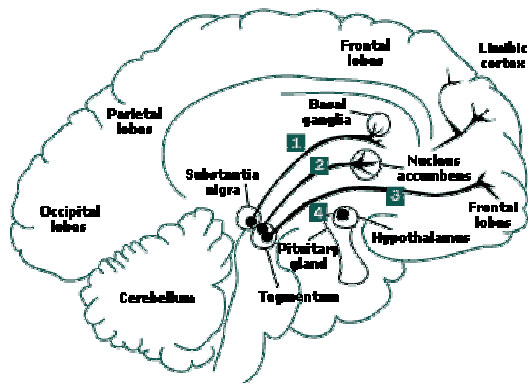
reward = performance on task

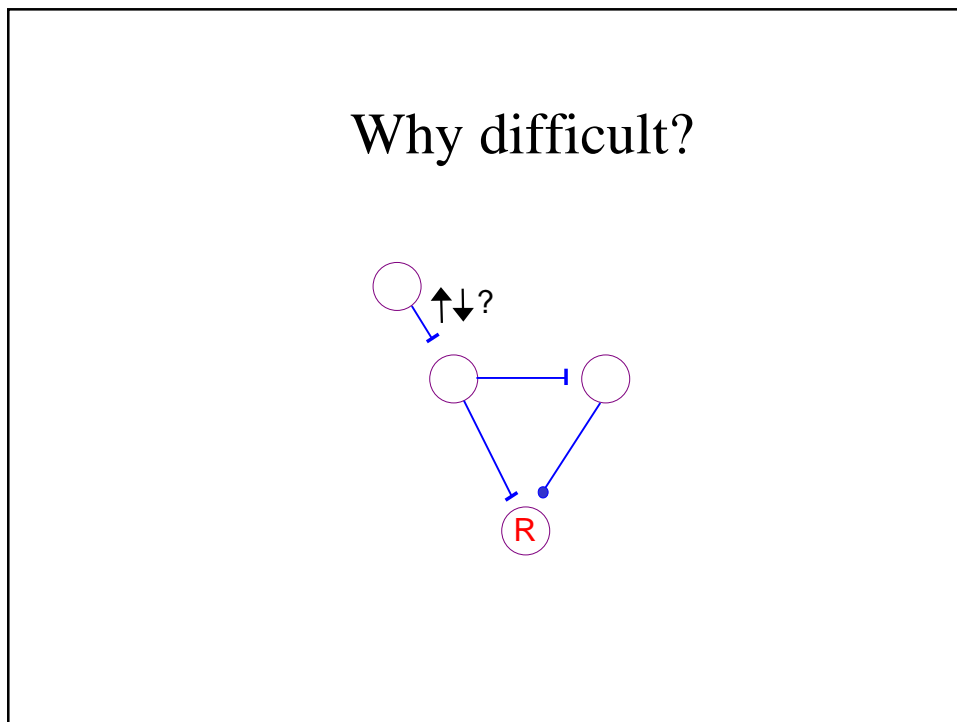
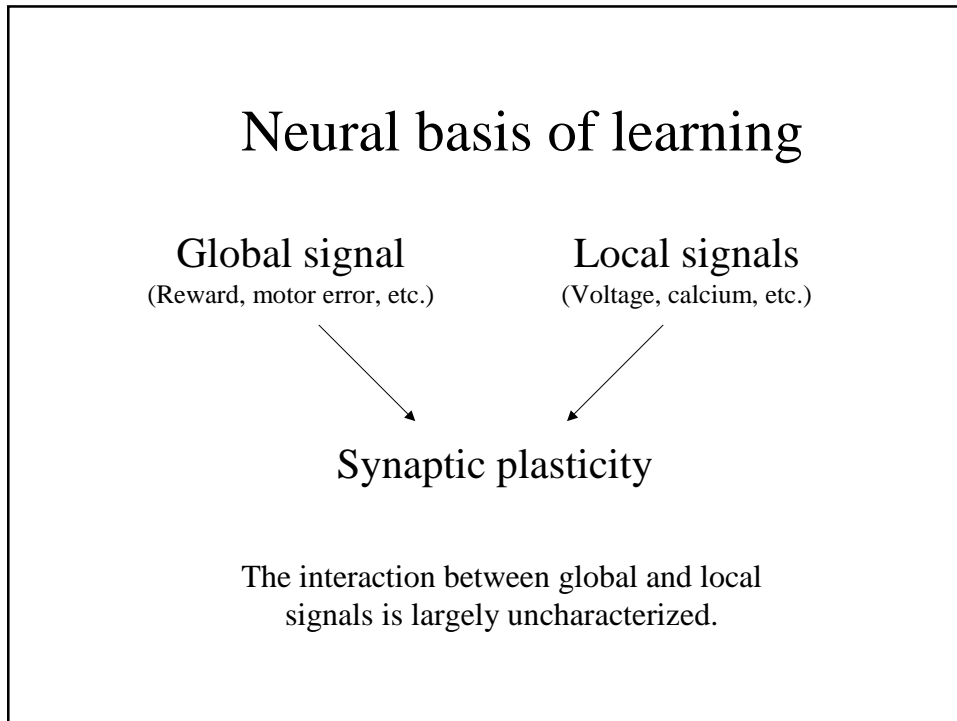
behavioral	neural
classical conditioning	Hebbian learning
instrumental conditioning	?

## Octopamine system

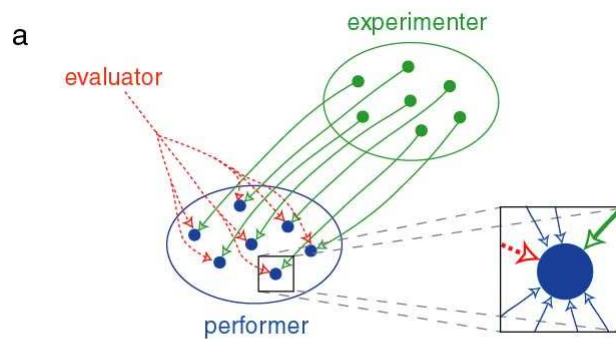
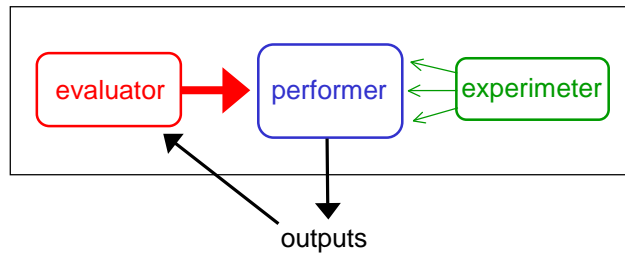


## Dopamine system





# Learning with empiric inputs



Fiete and Seung



regular synapse

$g_i^{syn} = \sum_j W_{ij} s_{ij} + \xi_i$

learning rule

$\Delta W_{ij} = \eta R e_{ij}$

$R = R[V]$

$$e_{ij} = \int_0^T dt (\xi_i - \langle \xi_i \rangle) s_{ij}$$

local eligibility

gradient following

$$\langle \Delta W_{ij} \rangle = \frac{\partial \langle R \rangle}{\partial W_{ij}}$$

example: spiking network

$$C_m \frac{dV_i}{dt} = -g_i^{syn} (V_i - V_E) - \sum_{\alpha} g_{\alpha i}^{ionic} (V_i - V_{\alpha})$$

$$\frac{ds_{ij}}{dt} = -f_s(V, s, \{u_{se}, \dots\})$$

$$g_i^{syn} = \sum_j W_{ij} s_{ij} + \xi_i$$

$$\Delta W_{ij} \stackrel{?}{=} \langle R s_{ij} \rangle$$

Sensitivity lemma

$$\frac{\partial \langle R \rangle}{\partial W_{ij}} = \frac{\partial}{\partial b_i} \langle R s_{ij} \rangle$$

$$\left( g_i^{syn} = \sum_j W_{ij} s_{ij} + b_i + \xi_i \right)$$

## Stochastic gradient ascent

- Reward optimization, but only on average.
- Model-free.
- Local to synapses aside from evaluation.
- Deals with delayed evaluation and dynamic synapses.
- Slow?

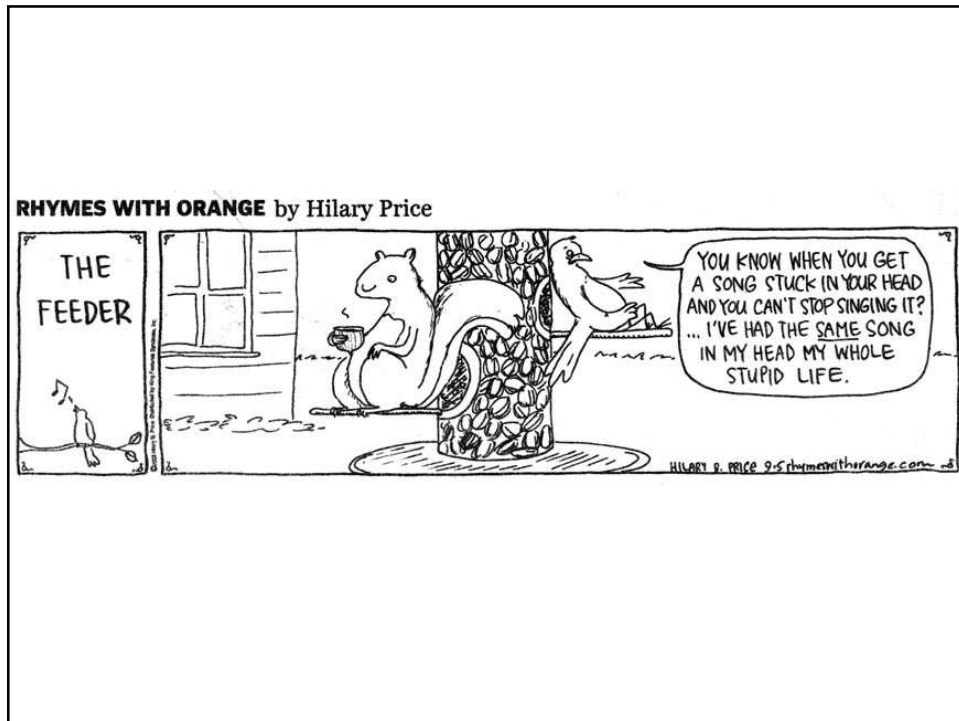
## Learning time

- Individual correlations small  $\rightarrow$  long averaging?
- Apply to biological example.



### Birdsong learning

*with Sebastian Seung & Michale Fee*



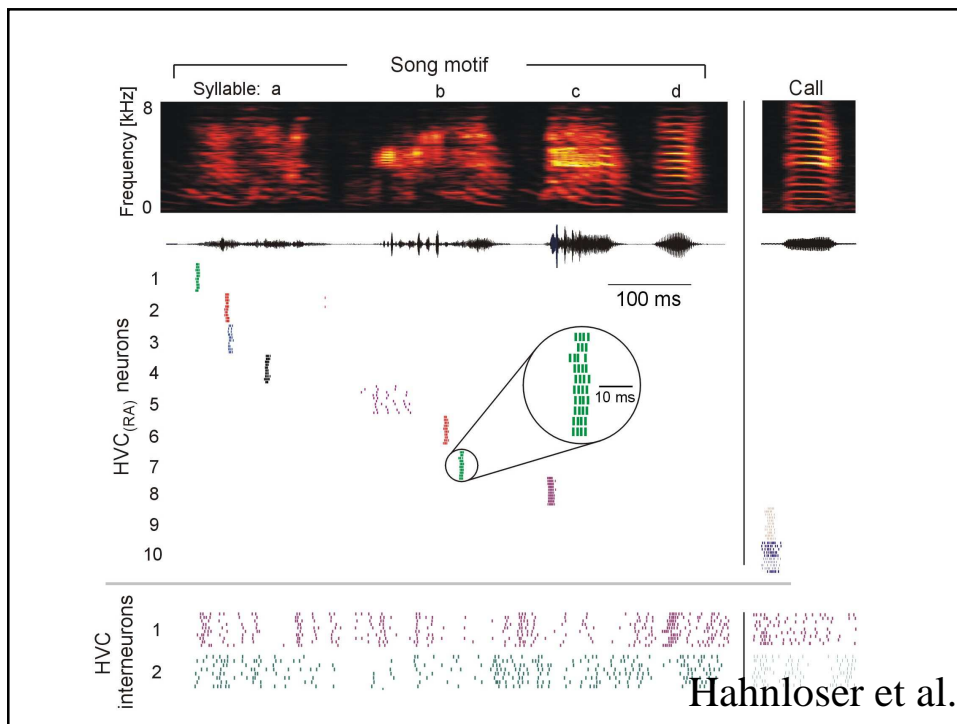
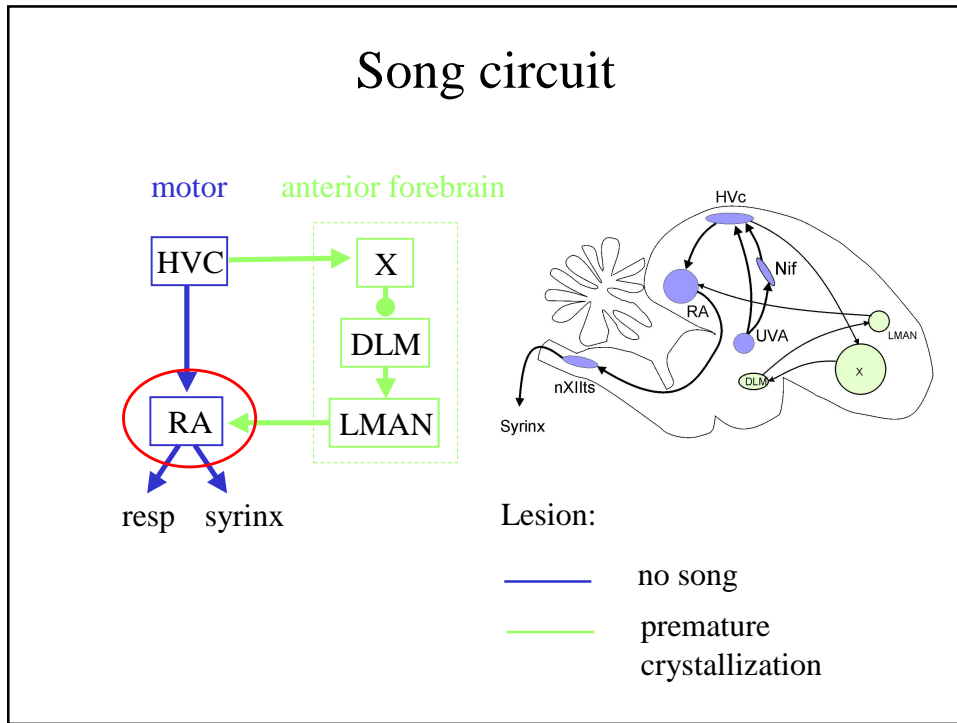
## Behavior

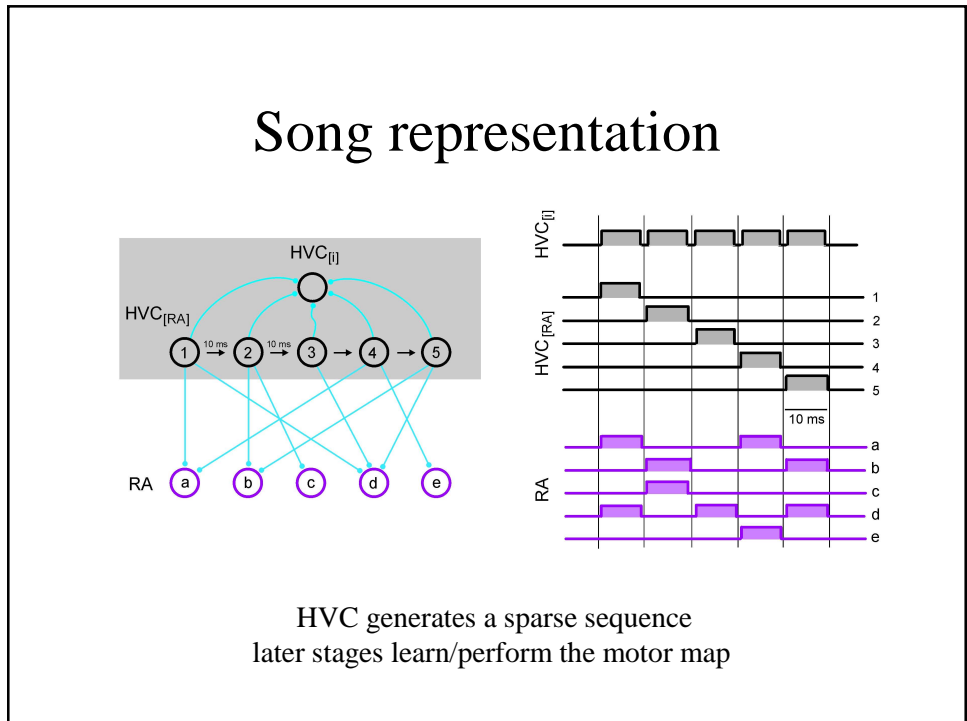
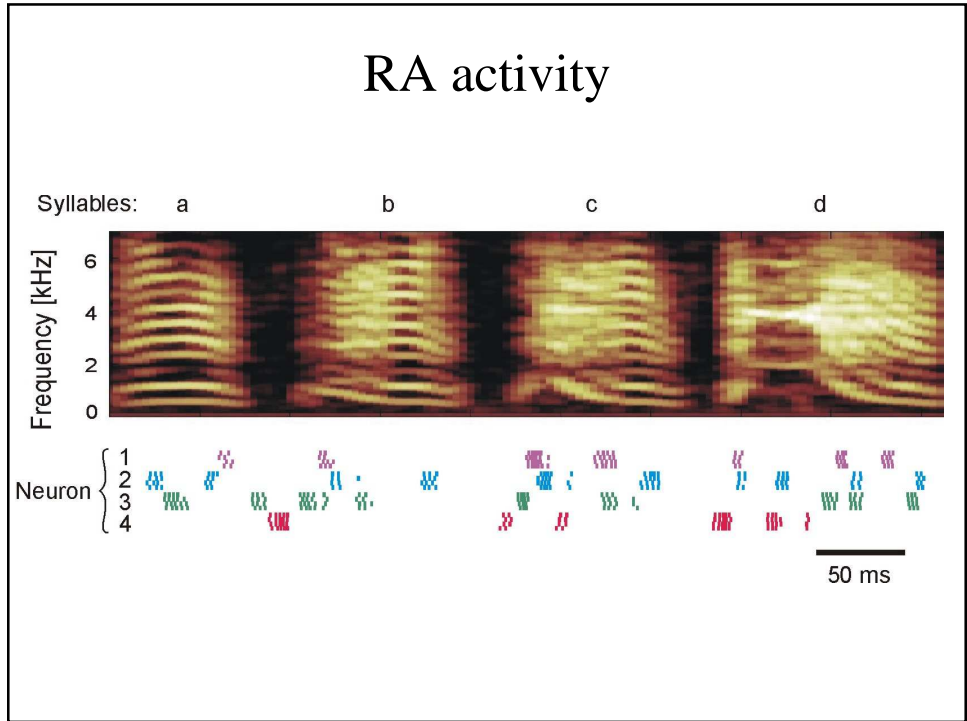
days

0 30 60 90 120

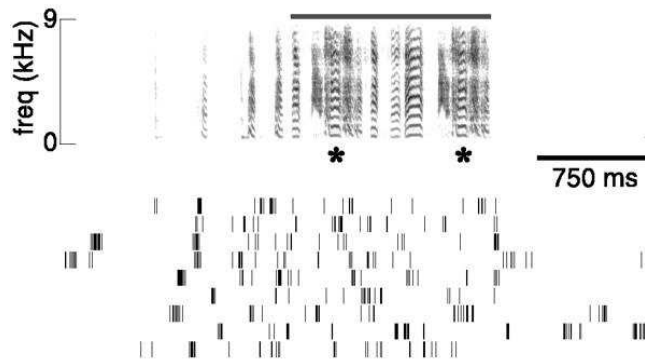
sensory sensorimotor

Social feedback and tutor song not needed.  
Auditory feedback of own song crucial.



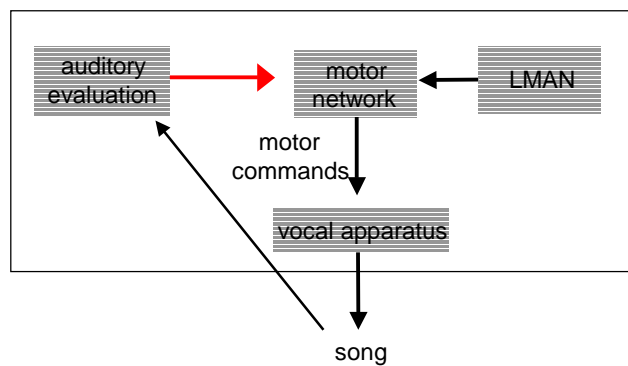


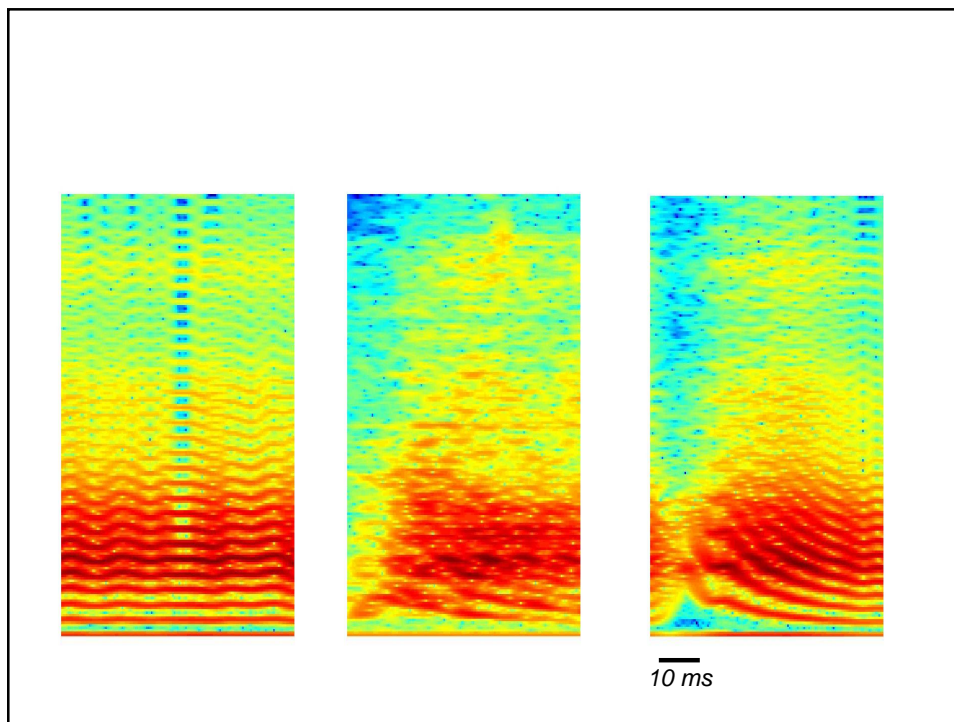
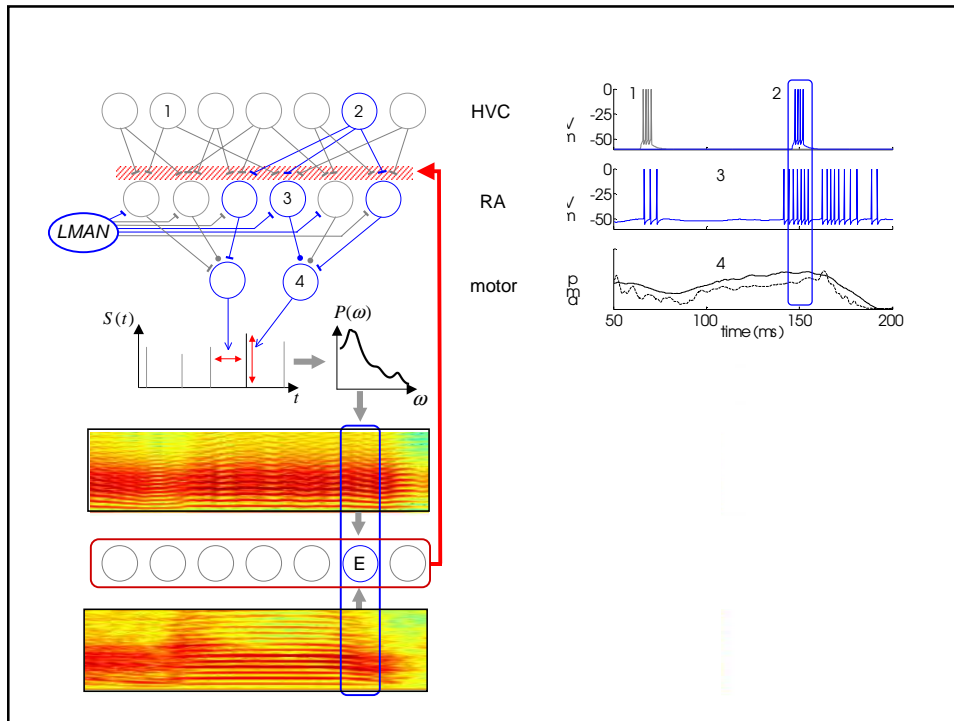
## LMAN activity is variable

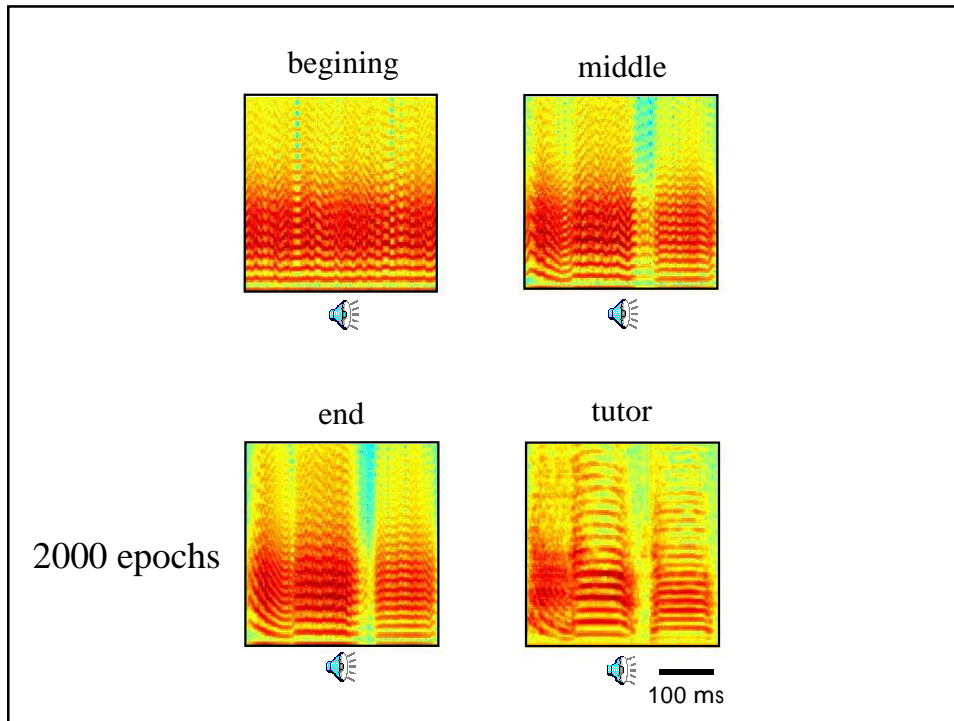


Hessler & Doupe

## Song system schematic







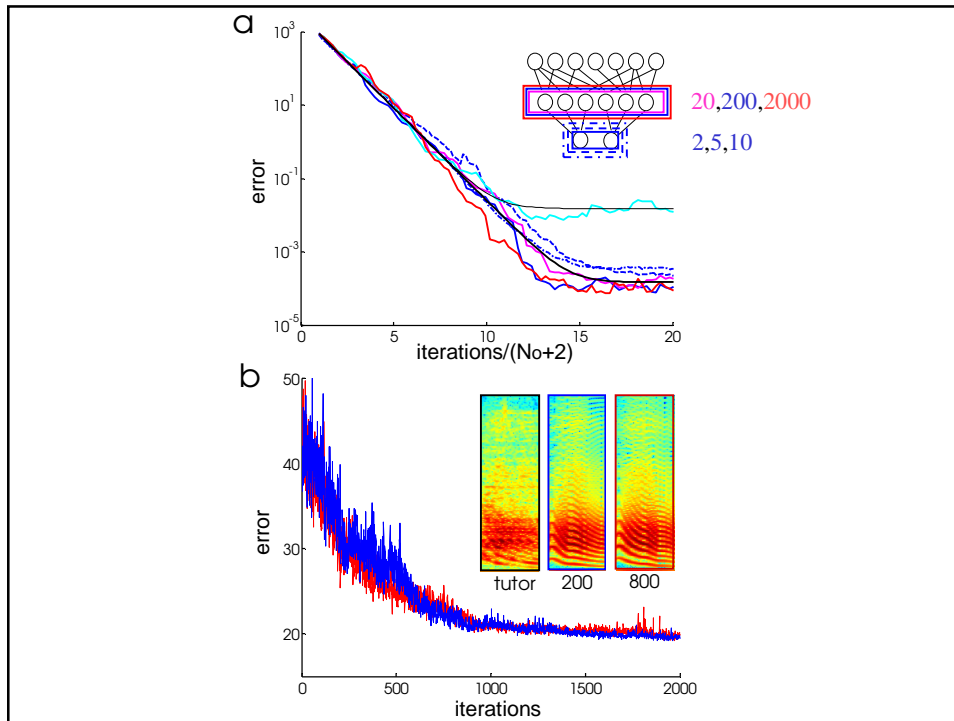
## Scaling to large networks

Correlation of single neuron with reward =  $1/N$ .  
Time to learn  $\sim N$ ?

factor of 4000 more neurons in bird:

	HVC	RA	outputs
model	800	200	2
bird	20000	8000	8





## Redundancy and rank

Correlation of single output with reward =  $1/N_o$ .

Time to learn  $\sim N_o$ .

Model: 2 outputs

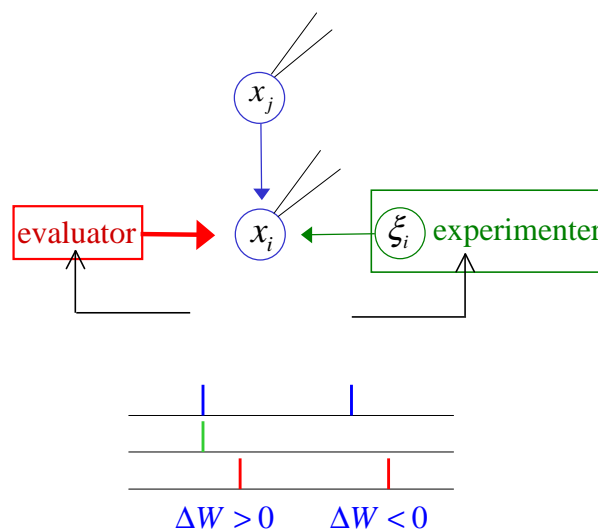
Bird: 8 outputs

Neural or synaptic noise. Time: <8000 epochs.

## ‘Simple’ tasks can be learned

- Learning time is independent of network size in redundant networks.
- Zebra finches practice 80,000 times.
- Motor control is redundant and learning is often slow.

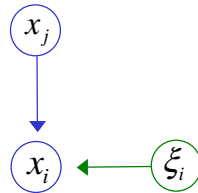
## Experimental probe



## Why is the brain so noisy?

- Why is spiking irregular?
- Why are synapses unreliable?
- Does the brain use noise for learning?

## Similarity to Hebbian learning?



$$\Delta W_{ij} = R(\xi_i - \langle \xi_i \rangle) s_j$$

strong noise input and weak regular inputs

$$\approx R(\delta_i - \langle \xi_i \rangle) s_j$$

need segregated noise inputs so noise baseline correct

## Supervised, reinforced, or unsupervised?

noise as exploration



noise as instruction

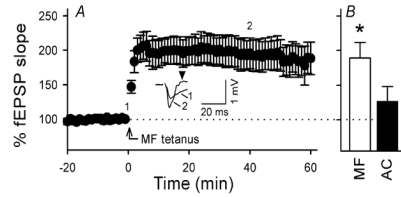
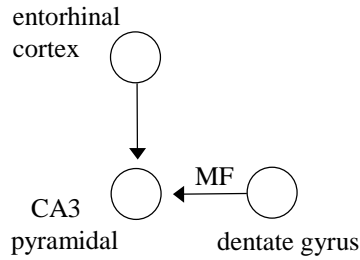
post noise spike  
no noise spike



increase active weights  
decrease active weights

however, 'instruction' is stochastic, uncorrelated with error

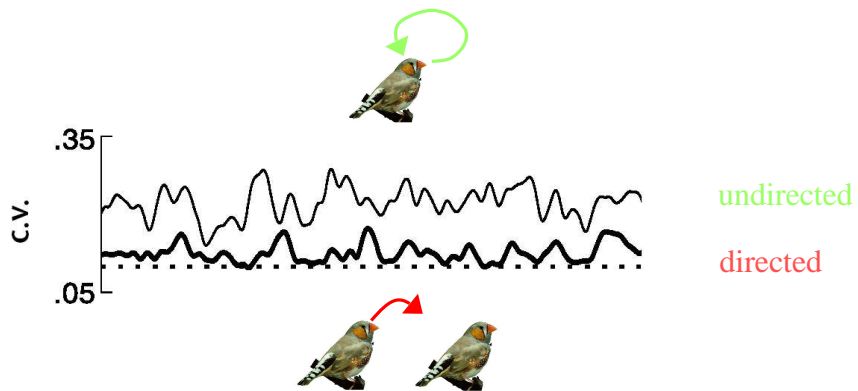
## Evidence of heterosynaptic plasticity



Tsukamoto et al., 2003

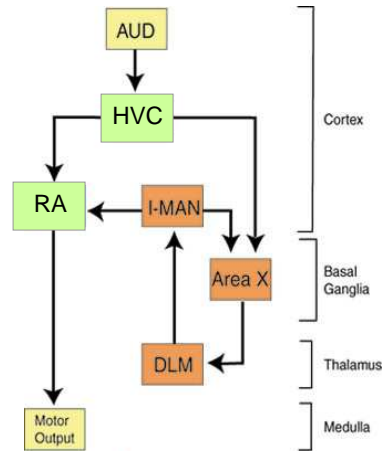
also cerebellar CF, PF convergence at Purkinje cells

## Practice vs. performance

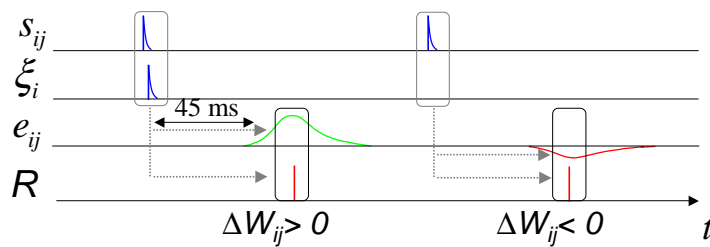


Hessler and Doupe, 1999

## Song circuit



## Delayed reward



## IF dynamics

$$C_m \frac{dV_j}{dt} = -g_L(V_j - V_L) - g_{Ej}(V_j - V_E)$$

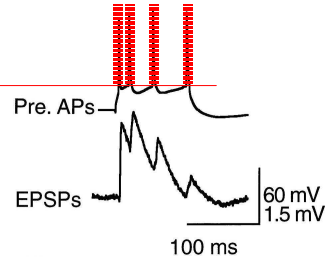
$$V_j = V_{thres}$$

$$V_j := V_{reset}$$

$$s_j := s_j + \Delta$$

$$\tau_s \frac{ds_j}{dt} = -s_j(t)$$

$$g_{Ei} = \sum_j W_{ij} s_j(t)$$



Gradient following:

$$\Delta R = \frac{\partial R}{\partial W_{ij}} \Delta W_{ij}$$

$$\Delta W_{ij} = \frac{\partial R}{\partial W_{ij}} \Rightarrow \Delta R = \left( \frac{\partial R}{\partial W_{ij}} \right)^2 > 0$$

REINFORCE:

$$\langle \Delta W_{ij} \rangle = \frac{\partial \langle R \rangle}{\partial W_{ij}} = \frac{\partial}{\partial W_{ij}} \sum_s P(s) R(s)$$

$$= \sum_s P(s) \left( R(s) \frac{\partial \ln P(s)}{\partial W_{ij}} \right)$$

$$= \left\langle R(s) \frac{\partial \ln P(s)}{\partial W_{ij}} \right\rangle$$

$$\Delta W_{ij} = R(s) \frac{\partial \ln P(s)}{\partial W_{ij}} \equiv Re_{ij}$$

